

Name _____



Date _____

The Pigman

Key 1 - Answer ID # 0841651

Chapters 1-3

1. Why was Lorraine so upset with him the morning they met?

2. Why was John nicknamed the Bathroom Bomber?

3. What bad example did John's father set for him?

4. Why do they call Miss Reillen, the librarian, The Cricket?

5. How did John and Lorraine meet the Pigman?

6. Explain why Lorraine was depressed and unhappy.

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7. List the ways the author used to disrupt the school.

Chapters 4-6

8. Why does Lorraine's mother have a problem with boys and men?

9. What did John and Lorraine do the day after they met Mr. Pignati?

10. How did Norton get his nickname, The Marshmallow Kid?

11. Why did Norton want to get a woman's phone number in the phone marathon?

12. Where is Mrs. Pignati?

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13. Describe how John can still call Lorraine with the phone lock on his phone.

14. Why did Lorraine call John and tell him she changed her mind about going to the zoo?

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Chapters 7-9

15. Why was John so protective of Mr. Pignati?

16. What did John want Lorraine to do as they left the store?

17. Why did John upset the floorwalker in the store?

18. Why did John tell Norton a story about marshmallows?

19. What was the only thing John did that made his dad proud?

20. Explain the difference between paying cash and charging something.

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21. If you met an older person who wanted to take you shopping and buy you things, what would you think and do? Why?

Chapters 10-12

22. What happened to Mr. Pignati when they were roller skating all over the house?

23. What clues did Lorraine have that John liked her?

24. What kind of candy did Lorraine give to John?

25. Why was there an assassin waiting over the bridge for the wife?

26. What did the game teach the children?

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27. Read the amendments to the Constitution, and explain which one is the most important to you.

28. Explain the reasons Lorraine's mother doesn't want her to get in a car.

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Chapters 13-15

29. Why did John tell Lorraine to leave the primate house?

30. What did they decide not to eat?

31. What did John think about when he was sitting next to Mr. Pignati's body?

32. How did Lorraine rationalize the party after she was home in bed?

33. How did Lorraine get away with lying to her mother?

34. List the things that John did to make sure Mr. Pignati was dead.

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35. List all the things that were wrong about the kids having a party at Mr. Pignati's house.

Review

<p>36. Why was Lorraine's family dysfunctional?</p> <p><input type="radio"/> A Her mother doesn't work.</p> <p><input type="radio"/> B Her father abandoned her family when she was a baby.</p> <p><input type="radio"/> C Her parents are divorced.</p> <p><input type="radio"/> D None of the above</p>	<p>37. How did Mr. Pignati end up in the hospital?</p> <p><input type="radio"/> A Norton beat him up.</p> <p><input type="radio"/> B He had cancer.</p> <p><input type="radio"/> C He fell down the stairs in his house.</p> <p><input type="radio"/> D He overexerted himself roller blading in his house with the kids.</p>
<p>38. What did John do to get back at his father for the phone lock?</p> <p><input type="radio"/> A He hid the phone.</p> <p><input type="radio"/> B He put glue in the lock so it couldn't be unlocked.</p> <p><input type="radio"/> C He stole the key for the lock and hid it.</p> <p><input type="radio"/> D He put another phone in his bedroom.</p>	<p>39. Why is what John and Lorraine did so bad?</p> <p><input type="radio"/> A They skipped school and lied to their parents.</p> <p><input type="radio"/> B They had a party without adult supervision.</p> <p><input type="radio"/> C They made Mr. Pignati have his heart attack.</p> <p><input type="radio"/> D They took advantage of a sick, elderly man.</p>
<p>40. What happened to Mrs. Pignati?</p> <p><input type="radio"/> A She fell down the stairs.</p> <p><input type="radio"/> B She was in California.</p> <p><input type="radio"/> C She died.</p> <p><input type="radio"/> D She left Mr. Pignati.</p>	<p>41. What is wrong with John and Lorraine?</p> <p><input type="radio"/> A They are brother and sister.</p> <p><input type="radio"/> B They are bad students.</p> <p><input type="radio"/> C They are abused children.</p> <p><input type="radio"/> D They are misfits.</p>

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<p>42. Why did Mr. Pignati like to visit the zoo?</p> <p><input type="radio"/> A He visited his wife at work.</p> <p><input type="radio"/> B He didn't have anything else to do.</p> <p><input type="radio"/> C He used to work there.</p> <p><input type="radio"/> D He loved the baboon, Bobo.</p>	<p>43. What is Mr. Pignati's pride and joy?</p> <p><input type="radio"/> A His family</p> <p><input type="radio"/> B His record collection</p> <p><input type="radio"/> C His pig room</p> <p><input type="radio"/> D His wife's clothes</p>
<p>44. What did John's father do to their phone?</p> <p><input type="radio"/> A He locked it in the closet.</p> <p><input type="radio"/> B He put a lock on it so it couldn't be dialed.</p> <p><input type="radio"/> C He cancelled the phone.</p> <p><input type="radio"/> D He lost it.</p>	<p>45. What is Lorraine's mother's biggest fear?</p> <p><input type="radio"/> A Lorraine will get into trouble like she did.</p> <p><input type="radio"/> B Lorraine's father will not come back.</p> <p><input type="radio"/> C Lorraine's father will come back.</p> <p><input type="radio"/> D Lorraine will flunk out of school</p>
<p>46. What does Lorraine's mother do for a living?</p> <p><input type="radio"/> A She is a home health nurse.</p> <p><input type="radio"/> B She doesn't work.</p> <p><input type="radio"/> C She works at a hospital.</p> <p><input type="radio"/> D She is a doctor.</p>	<p>47. How do John and Lorraine meet Mr. Pignati?</p> <p><input type="radio"/> A Lorraine called him on the phone as a prank.</p> <p><input type="radio"/> B They met him at school.</p> <p><input type="radio"/> C They met him at the zoo.</p> <p><input type="radio"/> D John called him on the phone as a prank.</p>

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Circle the correct word.

1. paranoia	peranoia	paranoi	parania
2. jin	joh	jahn	john
3. subliiminal	sublimenal	subliminal	subliminl
4. rilapse	relepse	relapse	reelaps
5. sanitarium	sanitareum	sanitaruim	sanitarum
6. donation	doation	donetion	doatoin
7. oscilloscopi	oscilloscope	iscilloscope	ascilloscopu
8. hoveel	hovel	hovil	hoel
9. floundor	fluonder	flounder	flondur
10. kopekat	copycat	kapeekat	koopeekat
11. tinn cen	tin can	tinn cann	tinn kann
12. mooc	mooch	mooh	moch
13. scungilli	scungille	scengelli	scangolli
14. pnuemonia	pneumania	pnumonia	pneumonia
15. proof	pruof	praof	prooff
16. phantom	phentom	fantum	phantam
17. misdirect	musdirict	miisdirect	misdirict
18. disheartened	disheartenned	disheartined	dishaartened
19. subconscoius	suhbkonshuhs	subconscious	ssubconscious
20. artificcial	artificeal	ertificial	artificial
21. fib	fiib	fibb	fab
22. reress	ripress	reeprihs	repress
23. floorwalker	floorwalkor	floorwelker	fliorwulkir
24. prevaricete	prevaricate	prevericate	privaricate

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25.	rummage	rummagi	rummij	rummagee
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The Pigman

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Select the definition that most nearly defines the given word.

1. proof <input type="radio"/> A the amount of alcohol in liquor <input type="radio"/> B a store employee that walks around to make sure everything is all right	2. floorwalker <input type="radio"/> A a store employee that walks around to make sure everything is all right <input type="radio"/> B sexy
3. mature <input type="radio"/> A to ask questions <input type="radio"/> B grown up	4. distortion <input type="radio"/> A temperament <input type="radio"/> B bend the truth
5. scungilli <input type="radio"/> A conch, a large snail <input type="radio"/> B shaky	6. misdirect <input type="radio"/> A send in the wrong direction <input type="radio"/> B abandon
7. pneumonia <input type="radio"/> A look through <input type="radio"/> B disease of the lungs	8. oscilloscope <input type="radio"/> A crazy, out of control <input type="radio"/> B old-fashioned slide projector
9. disheartened <input type="radio"/> A house where nuns live <input type="radio"/> B depressed	10. voluptuous <input type="radio"/> A sexy <input type="radio"/> B firecracker
11. tin can <input type="radio"/> A close <input type="radio"/> B firecracker	12. john <input type="radio"/> A unintentional <input type="radio"/> B bathroom
13. disposition <input type="radio"/> A cleaner <input type="radio"/> B temperament	14. interrogate <input type="radio"/> A to ask questions <input type="radio"/> B fake
15. convent <input type="radio"/> A ghost <input type="radio"/> B house where nuns live	16. phantom <input type="radio"/> A ghost <input type="radio"/> B have difficulty
17. forsake <input type="radio"/> A jokester <input type="radio"/> B abandon	18. relapse <input type="radio"/> A charity <input type="radio"/> B setback
19. artificial <input type="radio"/> A crazy, out of control <input type="radio"/> B fake	20. hors d'oeuvres <input type="radio"/> A appetizers <input type="radio"/> B temperament
21. disinfectant <input type="radio"/> A unintentional <input type="radio"/> B cleaner	22. protruding <input type="radio"/> A sticking out <input type="radio"/> B appetizers

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Write the letter for the word that best matches the definition.

- _____ 1. steal
- _____ 2. shack
- _____ 3. something that gets in the way
- _____ 4. restless movement
- _____ 5. hospital
- _____ 6. original, unique
- _____ 7. small makeup case with powder in it
- _____ 8. fake
- _____ 9. long race
- _____ 10. take things from someone for nothing
- _____ 11. keep inside
- _____ 12. ghost

- A. hovel
- B. individualistic
- C. marathon
- D. shoplift
- E. repress
- F. phony
- G. sanitarium
- H. compact
- I. phantom
- J. mooch
- K. obstacle
- L. fidget

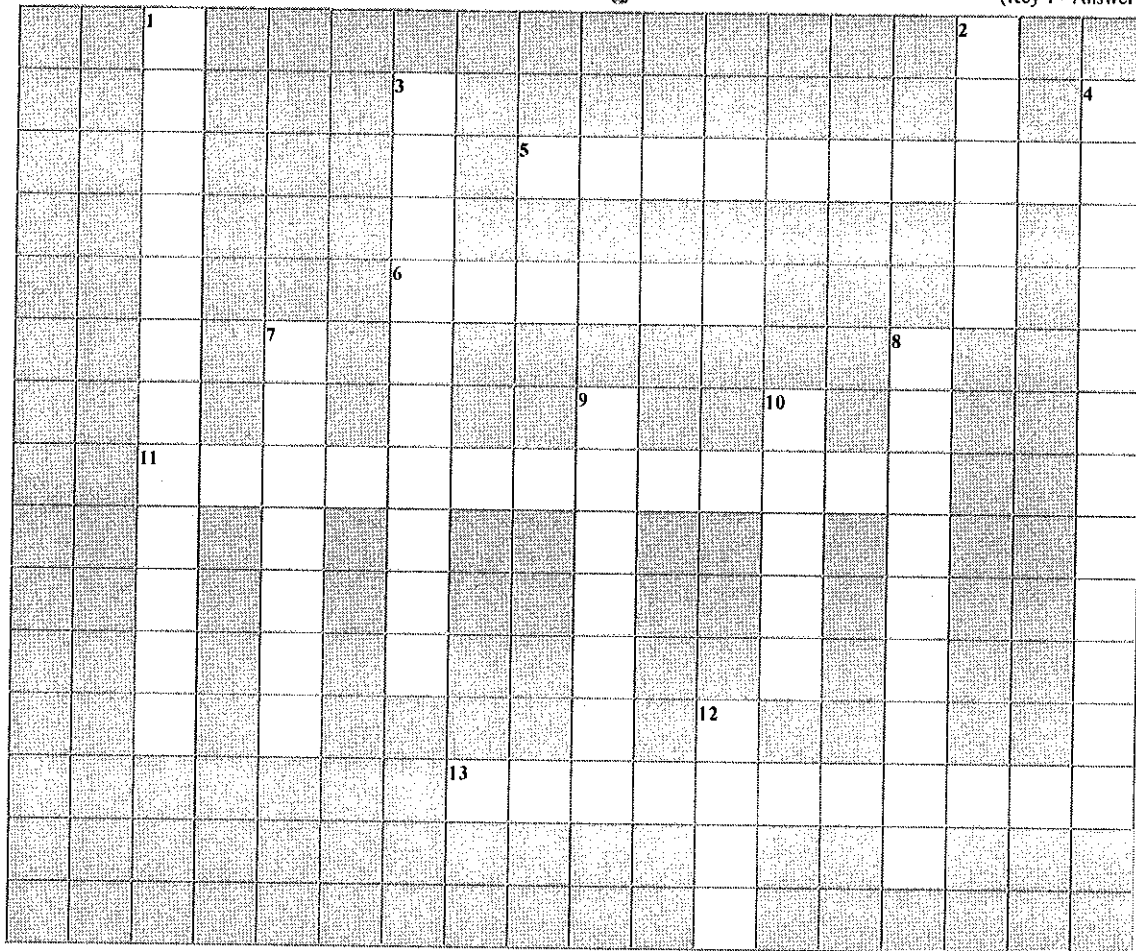
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**Down**

1. NHAITOPHPRLY - charity
2. PHYON - fake
3. NIRUGODRPT - sticking out
4. OPSOCLOLSEIC - old-fashioned slide projector
7. KBSRREE - crazy, out of control
8. ETMSCIDIR - send in the wrong direction
9. LARESPE - setback
10. FOPRO - the amount of alcohol in liquor
12. RADC - jokester

Across

5. POUOLUTSUV - sexy
6. TNI ACN - firecracker (2 words)
11. SORH U'ORESDVE - appetizers (2 words)
13. RCVRAEEIPAT - don't tell the whole truth

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Select the definition that most nearly defines the given word.

1. pneumonia <input type="radio"/> A setback <input type="radio"/> B disease of the lungs <input type="radio"/> C look through <input type="radio"/> D shack	2. card <input type="radio"/> A someone who prepares bodies for burial <input type="radio"/> B jokester <input type="radio"/> C ghost <input type="radio"/> D stone marker at a grave
3. forsake <input type="radio"/> A firecracker <input type="radio"/> B abandon <input type="radio"/> C unreasonable fear <input type="radio"/> D jokester	4. tombstone <input type="radio"/> A bathroom <input type="radio"/> B take things from someone for nothing <input type="radio"/> C stone marker at a grave <input type="radio"/> D restless movement
5. mature <input type="radio"/> A long race <input type="radio"/> B grown up <input type="radio"/> C close <input type="radio"/> D the amount of alcohol in liquor	6. intimate <input type="radio"/> A abandon <input type="radio"/> B close <input type="radio"/> C take things from someone for nothing <input type="radio"/> D shack
7. floorwalker <input type="radio"/> A a store employee that walks around to make sure everything is all right <input type="radio"/> B hired killer <input type="radio"/> C disease of the lungs <input type="radio"/> D the amount of alcohol in liquor	8. hovel <input type="radio"/> A hired killer <input type="radio"/> B shack <input type="radio"/> C steal <input type="radio"/> D a store employee that walks around to make sure everything is all right
9. tin can <input type="radio"/> A grown up <input type="radio"/> B firecracker <input type="radio"/> C bend the truth <input type="radio"/> D send in the wrong direction	10. paranoia <input type="radio"/> A restless movement <input type="radio"/> B look through <input type="radio"/> C bathroom <input type="radio"/> D unreasonable fear
11. proof <input type="radio"/> A setback <input type="radio"/> B the amount of alcohol in liquor <input type="radio"/> C someone who prepares bodies for burial <input type="radio"/> D original, unique	12. phony <input type="radio"/> A ghost <input type="radio"/> B fake <input type="radio"/> C stone marker at a grave <input type="radio"/> D jokester
13. fidget <input type="radio"/> A restless movement <input type="radio"/> B shack <input type="radio"/> C take things from someone for nothing <input type="radio"/> D a store employee that walks around to make sure everything is all right	14. phantom <input type="radio"/> A look through <input type="radio"/> B fake <input type="radio"/> C original, unique <input type="radio"/> D ghost

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Chapters 1-3

1. Why was Lorraine so upset with him the morning they met?
He was laughing loudly, and she thought he might be laughing at her.
2. Why was John nicknamed the Bathroom Bomber?
He had set off twenty-three bombs in the first floor boys' bathroom.
3. What bad example did John's father set for him?
He made it seem like it was mature to drink.
4. Why do they call Miss Reillen, the librarian, The Cricket?
Her stockings make a noise because her legs rub together when she walks.
5. How did John and Lorraine meet the Pigman?
Lorraine picked his phone number for the phone marathon.

6. Explain why Lorraine was depressed and unhappy.

7. List the ways the author used to disrupt the school.

Chapters 4-6

8. Why does Lorraine's mother have a problem with boys and men?
She had had a bad experience with Lorraine's father, and she generalized that to all men.

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9. What did John and Lorraine do the day after they met Mr. Pignati?

They cut school and went to the zoo with him.

10. How did Norton get his nickname, The Marshmallow Kid?

He got caught shoplifting a bag of marshmallows.

11. Why did Norton want to get a woman's phone number in the phone marathon?

He thought that a woman would talk longer than a man.

12. Where is Mrs. Pignati?

Mr. Pignati says she is in California visiting his sister.

13. Describe how John can still call Lorraine with the phone lock on his phone.

14. Why did Lorraine call John and tell him she changed her mind about going to the zoo?

Chapters 7-9

15. Why was John so protective of Mr. Pignati?

Mr. Pignati's house was the first place he had ever felt welcomed as himself.

16. What did John want Lorraine to do as they left the store?

He wanted her to put on her rollerblades and skate out of the store.

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17. Why did John upset the floorwalker in the store?

The floorwalker had acted like a teacher and said, "Because I said so."

18. Why did John tell Norton a story about marshmallows?

He wanted to remind him of the time Norton had shoplifted and been caught.

19. What was the only thing John did that made his dad proud?

drink

20. Explain the difference between paying cash and charging something.

21. If you met an older person who wanted to take you shopping and buy you things, what would you think and do? Why?

Chapters 10-12

22. What happened to Mr. Pignati when they were roller skating all over the house?

He collapsed.

23. What clues did Lorraine have that John liked her?

He was using shaving lotion, combing his hair, and fighting with her.

24. What kind of candy did Lorraine give to John?

chocolate covered ants

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25. Why was there an assassin waiting over the bridge for the wife?

The husband was mad at the wife for being unfaithful and hired the assassin.

26. What did the game teach the children?

It showed them what kind of people they are based on whom they blamed for the murder of the wife.

27. Read the amendments to the Constitution, and explain which one is the most important to you.

28. Explain the reasons Lorraine's mother doesn't want her to get in a car.

Chapters 13-15

29. Why did John tell Lorraine to leave the primate house?

He didn't want her to be involved if the police arrived again.

30. What did they decide not to eat?

the snails

31. What did John think about when he was sitting next to Mr. Pignati's body?

his own death

32. How did Lorraine rationalize the party after she was home in bed?

She thought that they were just playing.

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33. How did Lorraine get away with lying to her mother?

She told her that she was at Jane's house, the only house without a phone.

34. List the things that John did to make sure Mr. Pignati was dead.

35. List all the things that were wrong about the kids having a party at Mr. Pignati's house.

Review

36. Why was Lorraine's family dysfunctional?

- ☐ A Her mother doesn't work.
- ☒ B Her father abandoned her family when she was a baby.
- ☐ C Her parents are divorced.
- ☐ D None of the above

37. How did Mr. Pignati end up in the hospital?

- ☐ A Norton beat him up.
- ☐ B He had cancer.
- ☐ C He fell down the stairs in his house.
- ☒ D He overexerted himself roller blading in his house with the kids.

38. What did John do to get back at his father for the phone lock?

- ☐ A He hid the phone.
- ☒ B He put glue in the lock so it couldn't be unlocked.
- ☐ C He stole the key for the lock and hid it.
- ☐ D He put another phone in his bedroom.

39. Why is what John and Lorraine did so bad?

- ☐ A They skipped school and lied to their parents.
- ☐ B They had a party without adult supervision.
- ☐ C They made Mr. Pignati have his heart attack.
- ☒ D They took advantage of a sick, elderly man.

40. What happened to Mrs. Pignati?

- ☐ A She fell down the stairs.
- ☐ B She was in California.
- ☒ C She died.
- ☐ D She left Mr. Pignati.

41. What is wrong with John and Lorraine?

- ☐ A They are brother and sister.
- ☐ B They are bad students.
- ☐ C They are abused children.
- ☒ D They are misfits.

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<p>42. Why did Mr. Pignati like to visit the zoo?</p> <p><input type="radio"/> A He visited his wife at work.</p> <p><input type="radio"/> B He didn't have anything else to do.</p> <p><input type="radio"/> C He used to work there.</p> <p><input checked="" type="radio"/> D He loved the baboon, Bobo.</p>	<p>43. What is Mr. Pignati's pride and joy?</p> <p><input type="radio"/> A His family</p> <p><input type="radio"/> B His record collection</p> <p><input checked="" type="radio"/> C His pig room</p> <p><input type="radio"/> D His wife's clothes</p>
<p>44. What did John's father do to their phone?</p> <p><input type="radio"/> A He locked it in the closet.</p> <p><input checked="" type="radio"/> B He put a lock on it so it couldn't be dialed.</p> <p><input type="radio"/> C He cancelled the phone.</p> <p><input type="radio"/> D He lost it.</p>	<p>45. What is Lorraine's mother's biggest fear?</p> <p><input checked="" type="radio"/> A Lorraine will get into trouble like she did.</p> <p><input type="radio"/> B Lorraine's father will not come back.</p> <p><input type="radio"/> C Lorraine's father will come back.</p> <p><input type="radio"/> D Lorraine will flunk out of school</p>
<p>46. What does Lorraine's mother do for a living?</p> <p><input checked="" type="radio"/> A She is a home health nurse.</p> <p><input type="radio"/> B She doesn't work.</p> <p><input type="radio"/> C She works at a hospital.</p> <p><input type="radio"/> D She is a doctor.</p>	<p>47. How do John and Lorraine meet Mr. Pignati?</p> <p><input checked="" type="radio"/> A Lorraine called him on the phone as a prank.</p> <p><input type="radio"/> B They met him at school.</p> <p><input type="radio"/> C They met him at the zoo.</p> <p><input type="radio"/> D John called him on the phone as a prank.</p>

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1.	<u>paranoia</u>	peranoia	paranoi	parania
2.	jin	joh	jahn	<u>john</u>
3.	subliminal	sublimenal	<u>subliminal</u>	subliminl
4.	rilapse	relepse	<u>relapse</u>	reelaps
5.	<u>sanitarium</u>	sanitareum	sanitaruim	sanitarum
6.	<u>donation</u>	doation	donetion	doatoin
7.	oscilloscopi	<u>oscilloscope</u>	iscilloscope	ascilloscopu
8.	hoveel	<u>hovel</u>	hovil	hoel
9.	floundor	fluonder	<u>flounder</u>	flondur
10.	kopekat	<u>copycat</u>	kapeekat	koopeekat
11.	tinn cen	<u>tin can</u>	tinn cann	tinn kann
12.	mooc	<u>mooch</u>	mooh	moch
13.	<u>scungilli</u>	scungille	scengelli	scangolli
14.	pnuemonia	pneumania	pnumonia	<u>pneumonia</u>
15.	<u>proof</u>	pruof	praof	prooff
16.	<u>phantom</u>	phentom	fantum	phantam
17.	<u>misdirect</u>	musdirict	miisdirect	misdirict
18.	<u>disheartened</u>	disheartenned	disheartined	dishaertened
19.	subconscoius	suhbkonshuhs	<u>subconscious</u>	ssubconscious
20.	artificcial	artificeal	ertificial	<u>artificial</u>
21.	<u>fib</u>	fiib	fibb	fab
22.	reress	ripress	reeprihs	<u>repress</u>
23.	<u>floorwalker</u>	floorwalkor	floorwelker	fliorwulkir
24.	prevaricete	<u>prevaricate</u>	prevericate	privaricate
25.	<u>rummage</u>	rummagi	ruhmij	rummagee

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1. proof <input type="radio"/> the amount of alcohol in liquor <input checked="" type="radio"/> a store employee that walks around to make sure everything is all right	2. floorwalker <input type="radio"/> a store employee that walks around to make sure everything is all right <input checked="" type="radio"/> sexy
3. mature <input checked="" type="radio"/> to ask questions <input type="radio"/> grown up	4. distortion <input checked="" type="radio"/> temperament <input type="radio"/> bend the truth
5. scungilli <input type="radio"/> conch, a large snail <input checked="" type="radio"/> shaky	6. misdirect <input type="radio"/> send in the wrong direction <input checked="" type="radio"/> abandon
7. pneumonia <input checked="" type="radio"/> look through <input type="radio"/> disease of the lungs	8. oscilloscope <input checked="" type="radio"/> crazy, out of control <input type="radio"/> old-fashioned slide projector
9. disheartened <input checked="" type="radio"/> house where nuns live <input type="radio"/> depressed	10. voluptuous <input type="radio"/> sexy <input checked="" type="radio"/> firecracker
11. tin can <input checked="" type="radio"/> close <input type="radio"/> firecracker	12. john <input checked="" type="radio"/> unintentional <input type="radio"/> bathroom
13. disposition <input checked="" type="radio"/> cleaner <input type="radio"/> temperament	14. interrogate <input type="radio"/> to ask questions <input checked="" type="radio"/> fake
15. convent <input checked="" type="radio"/> ghost <input type="radio"/> house where nuns live	16. phantom <input type="radio"/> ghost <input checked="" type="radio"/> have difficulty
17. forsake <input checked="" type="radio"/> jokester <input type="radio"/> abandon	18. relapse <input checked="" type="radio"/> charity <input type="radio"/> setback
19. artificial <input checked="" type="radio"/> crazy, out of control <input type="radio"/> fake	20. hors d'oeuvres <input type="radio"/> appetizers <input checked="" type="radio"/> temperament
21. disinfectant <input checked="" type="radio"/> unintentional <input type="radio"/> cleaner	22. protruding <input type="radio"/> sticking out <input checked="" type="radio"/> appetizers

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- | | | |
|-----------------|--|--------------------|
| <u>D</u> | 1. steal | A. hovel |
| <u>A</u> | 2. shack | B. individualistic |
| <u>K</u> | 3. something that gets in the way | C. marathon |
| <u>L</u> | 4. restless movement | D. shoplift |
| <u>G</u> | 5. hospital | E. repress |
| <u>B</u> | 6. original, unique | F. phony |
| <u>H</u> | 7. small makeup case with powder in it | G. sanitarium |
| <u>F</u> | 8. fake | H. compact |
| <u>C</u> | 9. long race | I. phantom |
| <u>J</u> | 10. take things from someone for nothing | J. mooch |
| <u>E</u> | 11. keep inside | K. obstacle |
| <u>I</u> | 12. ghost | L. fidget |

		¹ P													² P		
		H				³ P									H		⁴ O
		I				R		⁵ V	O	L	U	P	T	U	O	U	S
		L				O									N		C
		A				⁶ T	I	N	C	A	N				Y		I
		N		⁷ B		R								⁸ M			L
		T		E		U			⁹ R			¹⁰ P		I			L
		¹¹ H	O	R	S	D	'	O	E	U	V	R	E	S			O
		R		S		I			L			O		D			S
		O		E		N			A			O		I			C
		P		R		G			P			F		R			O
		Y		K					S		¹² C			E			P
							¹³ P	R	E	V	A	R	I	C	A	T	E
											R			T			
											D						

The Pigman
Key 1 - Answer ID # 0841651

<p>1. pneumonia</p> <p><input type="radio"/> A setback</p> <p><input checked="" type="radio"/> B disease of the lungs</p> <p><input type="radio"/> C look through</p> <p><input type="radio"/> D shack</p>	<p>2. card</p> <p><input type="radio"/> A someone who prepares bodies for burial</p> <p><input checked="" type="radio"/> B jokester</p> <p><input type="radio"/> C ghost</p> <p><input type="radio"/> D stone marker at a grave</p>
<p>3. forsake</p> <p><input type="radio"/> A firecracker</p> <p><input checked="" type="radio"/> B abandon</p> <p><input type="radio"/> C unreasonable fear</p> <p><input type="radio"/> D jokester</p>	<p>4. tombstone</p> <p><input type="radio"/> A bathroom</p> <p><input type="radio"/> B take things from someone for nothing</p> <p><input checked="" type="radio"/> C stone marker at a grave</p> <p><input type="radio"/> D restless movement</p>
<p>5. mature</p> <p><input type="radio"/> A long race</p> <p><input checked="" type="radio"/> B grown up</p> <p><input type="radio"/> C close</p> <p><input type="radio"/> D the amount of alcohol in liquor</p>	<p>6. intimate</p> <p><input type="radio"/> A abandon</p> <p><input checked="" type="radio"/> B close</p> <p><input type="radio"/> C take things from someone for nothing</p> <p><input type="radio"/> D shack</p>
<p>7. floorwalker</p> <p><input checked="" type="radio"/> A a store employee that walks around to make sure everything is all right</p> <p><input type="radio"/> B hired killer</p> <p><input type="radio"/> C disease of the lungs</p> <p><input type="radio"/> D the amount of alcohol in liquor</p>	<p>8. hovel</p> <p><input type="radio"/> A hired killer</p> <p><input checked="" type="radio"/> B shack</p> <p><input type="radio"/> C steal</p> <p><input type="radio"/> D a store employee that walks around to make sure everything is all right</p>
<p>9. tin can</p> <p><input type="radio"/> A grown up</p> <p><input checked="" type="radio"/> B firecracker</p> <p><input type="radio"/> C bend the truth</p> <p><input type="radio"/> D send in the wrong direction</p>	<p>10. paranoia</p> <p><input type="radio"/> A restless movement</p> <p><input type="radio"/> B look through</p> <p><input type="radio"/> C bathroom</p> <p><input checked="" type="radio"/> D unreasonable fear</p>
<p>11. proof</p> <p><input type="radio"/> A setback</p> <p><input checked="" type="radio"/> B the amount of alcohol in liquor</p> <p><input type="radio"/> C someone who prepares bodies for burial</p> <p><input type="radio"/> D original, unique</p>	<p>12. phony</p> <p><input type="radio"/> A ghost</p> <p><input checked="" type="radio"/> B fake</p> <p><input type="radio"/> C stone marker at a grave</p> <p><input type="radio"/> D jokester</p>
<p>13. fidget</p> <p><input checked="" type="radio"/> A restless movement</p> <p><input type="radio"/> B shack</p> <p><input type="radio"/> C take things from someone for nothing</p>	<p>14. phantom</p> <p><input type="radio"/> A look through</p> <p><input type="radio"/> B fake</p> <p><input type="radio"/> C original, unique</p>

D a store employee that walks around to
make sure everything is all right

ghost